Education 2080

Sarah Taylor

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Screen Capture 1: Seven Things to Know about My Interactive

1. This interactive is called Puzzle Me Words, and it is used to help children look at a picture of an object and be able to identify it, and spell it out. This will allow students to match the picture with the word and then correctly spell it, with help if needed. The use of the guess and check method, if they are not sure will be helpful in showing them how to spell the word correctly.

2. This interactive is geared toward first graders and can be used in collaboration with a spelling, reading, or language arts unit to reinforce words and how you spell them. In order for a student to successfully use this tool, they will need to be a somewhat efficient reader and speller.

3. The tool works by allowing students to see the picture and try to spell it on their own. If they choose a letter that incorrectly spells the word, then it will automatically bounce back into the word bank and then they will be able to choose again until they get the letter right.

4. This tool would scaffold learning by giving the students another way to practice spelling words that is engaging and won’t be just your traditional writing them down by pen and paper. This tool’s universally designed element is the fact that it can be used by all students with any level of spelling and reading ability because the game will continually put the wrong letters back into the bank until the correct one is chosen. The students will be able to learn how to spell the words correctly in a fun way with no penalty.

5. A good classroom project that would go good with this tool is to go through and make a spelling list from the words that the tool uses and pass it out to the children before introducing the tool. After they have practiced the words for a few days, introduce the interactive and allow them to use it as practice for the spelling test. Then if they get all of them correctly, allow them to print the coloring sheet at the end of the interactive and color it for fun. This gives them an incentive to quickly get the interactive done, and to study the words to do well on the test.

6. One of the downsides to this tool is that some students may not practice the words at all because they know that the game will let them keep on guessing until they get the spelling correctly. This may not help them learn how to spell the words, the students may just keep guessing through the game until they get to the coloring sheet at the end. One way to avoid this is to put a time limit on the whole activity, and if the student doesn’t know the words and has to waste too much time guessing, then they won’t have time to color the picture. This will provide them an incentive to know the words so they can get done quickly and have time to color the picture.

7. The possible next step with this tool would be to allow the class to use it as a competition and at the end of each week, they will be able to compete and see who can get done the fastest. The winner will get some kind of special privilege or reward. This will give another incentive for the students to practice the words on their own.